



SEGA OF AMERICA, INC.  
Consumer Products Division

## Y'S: THE VANISHED OMENS

### TO START:

Aron starts the game with \$1,000. Immediately buy a short sword in the city of Minea.

*NOTE: Be sure to equip all items that you want to use.*

Proceed to talk to all the villagers and visit all the shops. Writing down the messages is a good idea at this point.

### GOLD PEDESTAL:

Exit Minea and enter the field. Kill the creatures to build experience points and gold. Cross the bridge and enter another field. At the bottom of the field is a lake. Go to the right side of the lake to the indentation and try to walk on the water, if Aron is in the right location he will receive the **GOLD PEDESTAL**.

### SAPPHIRE RING:

Return to Minea, in the village market sell the pedestal for \$2,000. Then buy the **SAPPHIRE RING** for \$1,000. Take the ring to Donls in the Ohman Bar and receive \$1,500 as a reward.

### CRYSTAL:

With the gold you received, purchase a shield and some armor. Once fully armed go visit Sara in the seer's house. Sara will give you the **CRYSTAL**.

### TEMPLE KEY:

With the crystal in your possession, exit Minea and head east for Zepik. Go to Jebba's house and she will give you the **TEMPLE KEY**.

As in Minea you will want to talk to the villagers and visit all buildings. Exit Zepik, and build your levels to about level 5, then return to Zepik. Exit Zepik and head north-east to the path, follow the path to the palace. The creatures in the palace are very powerful. Be sure to upgrade your weapons as gold is accumulated. In addition, always carry a wing so you can return to Minea faster. Enter the palace and approach the gold statue on the far right. If you have the temple key in your possession, you can gain access to the inner regions of the palace by touching the gold statue.

### RUBY / ANKHARAT:

On the far left side of the first floor is a chest containing the **RUBY**. You will see a green door, enter the door and touch the wall. **ANKHARAT** will appear. To defeat Ankharat, stay at the top of the screen, and when he appears, run and touch him and return to your original position. Repeat as necessary. After he is defeated, a hole will open up, which allows access to the upper regions of the palace. In the upper right corner of the second floor are stairs that lead to the third floor.

### NECKLACE / KEY TO PRISON / KEY TO CHEST:

A chest containing the **NECKLACE** can be found in the upper right corner of the third floor. At the top of the third floor is a chest containing the **KEY TO PRISON**. With this in possession you can now open the three prisons at the top of the second floor. At the bottom left corner is a chest containing the **KEY TO CHEST**. With this in possession you can now open the chests found on other floors.

### **POTION / MASK / SILVER BELL / FEENA:**

Once you have the key to the chest, return to the second floor. Open all chests that you come to. You should find a **POTION** in one and the **MASK** in the other. Then proceed to the prisons located at the top center of this floor, enter the prison on the left and find a chest with the **SILVER BELL**. In addition, in the middle prison, you will be able to talk to, and rescue **FEENA**.

### **RING MAIL:**

Return to the first floor and open the locked chest to find the **RING MAIL**.

### **POWER RING:**

Take the silver bell back to the mayor of Zepik and he will give the **POWER RING**. After you receive the power ring, go to the mines in the northern part of the second field.

*NOTE: The up stairs, in the mines are Purple, the down stairs are Yellow.*

### **POTION / SILVER ARMOR / TIMER RING:**

In the upper left corner there are two chests one contains a **POTION** and the other contains the **SILVER ARMOR**. On the lower left side is a chest containing the **TIMER RING**. Proceed to the upper right corner and take the stairs to the second floor.

### **RODA SEED / HARMONICA / HEAL RING:**

From the entrance of the second level go directly left and you will find a chest that contains the **RODA SEED**. From the left is a chest containing the **HARMONICA**. In the lower right corner is a chest containing the **HEAL RING**.

### **SILVER SWORD:**

Once you have the Roda seed in your possession, exit the mine and head west to the large triangular tree. Stand at the foot of the tree and you will talk to the Roda Tree. Then, proceed south, to the other Roda Tree. Stand at the base again, and you will receive the **SILVER SWORD**.

Proceed to Minea and return the Harmonica to the poetess REAH. At this time, return to the palace.

### **IVORY KEY:**

From the third floor, move to the upper left corner. There you will find the stairs to the fourth floor. From the entrance of the fourth floor proceed to the lower left corner to find a chest with the **IVORY KEY**. On the top center of the fourth floor there are stairs that lead to the fifth floor.

### **MARBLE KEY / SILVER SHIELD / MASK OF EYES / WYRM / BOOK OF Y'S:**

There are two chests on the fifth floor, one is located in the upper right corner and the other is on the bottom towards the left. These chests contain the **MARBLE KEY** and the **SILVER SHIELD**. Find a blue statue, and put on the Mask of Eyes. A secret door will be revealed. The room you enter will have pillars in it, some broken and some whole. Continue to the left and you will see a green door. Enter the door, touch the chest and then go up and touch the wall, **WYRM** will appear. To defeat Wyrms stab him repeatedly. After he is defeated, you will be able to open the chest and get the first **BOOK OF Y'S**.

### **BOOK OF Y'S**

Return to the Seer's House in Minea. Sarah will die, and you will be given the second **BOOK OF Y'S**. Take the books to Jebba in Zepik and she will read them.

### **KEY TO DOOMED / POTION / BIRDO / BOOK OF Y'S:**

Return to the mine. At the top center of the second level there are stairs that lead to the third level. Once on the third level, proceed to the upper right corner and you will find a chest containing the **KEY TO DOOMED**. Proceed

to the left side of this level and find a chest containing a **POTION**. Go south of there and you will find a blue door. Enter the door, touch the chest and then the wall. You will then fight **BIRDO**. To defeat Birdo, wait for the bats to form the complete figure, then run through his head. After he is defeated you will be able to open the chest and get the third **BOOK OF Y'S**. After you receive the third book, go back to Jebba and have her read it.

### **TOWER OF THE DOOMED:**

If you have Three books, all of the keys, all of the silver items and have saved the princess Feena, you will be allowed to enter the **TOWER OF THE DOOMED**.

To get to the tower, go to the thieves den (east of the palace). Enter, and Goban will allow you to enter the Tower.

*NOTE: Save the game before you enter the tower, because you won't be able to get out of the tower once it's entered!*

*2nd NOTE: It is a good idea to make a map of the floors in the tower, you will need them for further use.*

### **EVIL RING / POTION / MIRROR:**

Look for a room with four chests. One chest has the **EVIL RING**, one chest has a **POTION**, one chest has a **MIRROR** and one chest is empty.

### **THE PRISON / RAUBA / BLUE NECKLACE:**

Continue on and you will find a room with three stone statues. When the room is entered the screen will flash, bars will drop down on the door and you will lose all of your silver items. This is the **PRISON**. Walk to the person on the left, and talk to him. Then, touch the prison door and a hole will appear. Talk to the thief and you will get the statues for **RAUBA**. Exit the prison, (go through the hole in the wall) and go to Rauba. Look for the long hallway lined with statues. Put on the mask and proceed until you find a door. Enter the door and talk to Rauba and he will give you the **BLUE NECKLACE**. Go back to the room where you got your silver items taken. Before entering, equip the Blue Necklace and the Evil Ring. If you enter the room with these items are on you will be granted access to the upper regions of the tower.

### **SILVER SWORD / DOGI:**

On the seventh floor there is a chest containing the **SILVER SWORD**. Proceed to the right and take the stairs to level eight.

### **INSECTA / HAMMER / BOOK OF Y'S:**

Take the stairs on the left side of the eighth floor to a green door. Enter the room and **INSECTA** will appear. To destroy Insecta, follow these hints. She can only throw three boomerangs at once, so once she has thrown three, run and touch her a few times, then move away. Repeat this procedure as necessary. Once she is dead, you can open the two chests that are there. One contains the **HAMMER** and the other contains the fourth **BOOK OF Y'S**.

### **SILVER SHIELD:**

Proceed to the stairs at the top center to floor nine. In the middle of the ninth floor is a room surrounded by four stone statues. When you enter the room and touch the chest, you will receive the **SILVER SHIELD**. The statues will also come to life. Now is a good time to use the mirror. Once they are frozen, leave the room. On the right side of the ninth floor are the stairs that lead to the tenth floor.

The tenth floor has two sets of stairs. The stairs on the right lead to the eleventh floor. When you enter these stairs, your life meter will steadily drop. Run to the first door on the right, and enter it. Talk to the man in there and exit. Go back to the left and out the door you came in. Go back down to the tenth floor and take the stairs on the left side of the floor. When out on the ledge, go five pillars to the right, equip the hammer and break the pillar. This will make the poisonous room harmless. Before going back to the poisonous room, continue to the right and enter the very next door. In this room, you will find **LUTHER JEMMA**.

*NOTE: Remember where Luther Jemma is, because you will need to come back to him later.*

Return to the poisonous room and continue to the right, past the room you previously entered and enter the door that you come to. Take the stairs on the left to the thirteenth floor. Go to the left and talk to the old man, then take the stairs on the right to the fourteenth floor.

### **I-BALL / ROD / BOOK OF Y'S:**

Enter the room with the green door on the fourteenth floor and touch the green door. **I-BALL** will appear, after you destroy him enter the room behind the green door and open the chests that are present. One contains the **ROD** and the other contains the fifth **BOOK OF Y'S**.

### **SILVER ARMOR / 1ST MIRROR MAZE:**

Return to the man on the thirteenth floor, proceed down to the mirror. If you touch the mirror with the rod you will be transported to different locations throughout the area. Follow the mirrors and doorways, and you will find a chest containing the **SILVER ARMOR**. To get out of the mirror room look for a room with mirrors side by side, touch the mirror on the right and you will be transported to room with one mirror in front of you. Touch that mirror and you will be able to find the stairs out of this maze.

### **BATTLE SHIELD:**

Take the all sets of stairs until you reach the fifteenth floor, on this floor you will find the **BATTLE SHIELD**. After finding the battle shield, exit the room and go all the way to the left. Take the hallway up and go all the way to the right door. Go through the door to the sixteenth level.

### **TOWER OF RADO / MONOCLE:**

On the sixteenth floor is the crossway to the **TOWER OF RADO**. Enter the tower, and go all the way to the left to find the green door. Equip your Blue Necklace and Evil Ring and enter the door. This is where you will encounter Reah, the poetess. She will give you the **MONOCLE**.

After you have the monocle, read the books that you have found in the tower.

### **THE AMULET:**

After reading the books go back to Luther Jemma on the eleventh floor and he will give you the **AMULET**.

### **POTION:**

Proceed up the floors from Luther Jemma to the fifteenth floor. Take the stairs on the far left to the seventeenth floor. In the middle of the seventeenth floor is a chest with a **POTION**. From there continue to the left to the stairs that lead to the eighteenth floor.

### **BATTLE ARMOR:**

The eighteenth floor has two sets of stairs. Take the stairs on the right to the nineteenth floor. On the nineteenth floor is a room guarded by two stone statues. Enter the room and find a chest surrounded by four stone statues. Equip the Blue Necklace and the Evil Ring and touch the chest to receive the **BATTLE ARMOR**. Return to the eighteenth floor and take the stairs on the left to the twentieth floor.

### **FLAME SWORD:**

Go left through the twentieth floor. A hole will appear in the wall, go through the hole and you will see a chest with two guards. The guards are very hard to beat, so try using different rings, and taking them on one-by-one. Once they are defeated, open the chest to receive the **FLAME SWORD**. From the hole in the wall, continue to the left to the stairs leading to the twenty-first floor.

The twenty-first floor is another mirror maze. When you find three doorways, take the middle one. Follow the passage until you see two mirrors next to each other. Take the mirror on the right, and follow the passageway to the right. The stairs will be found at the end of the passageway.

**HEADY:**

The twenty-second floor is also filled with mirrors. Touch the mirrors and come to a green door. This is where you will meet **HEADY**. To beat Heady, run up to the white face. Then, when the heads are close together, run back and forth between the faces. Try to stand on top of the faces, because they will not hurt you, and with a little bit of practice, you will be able to avoid the fireballs also. You will know he is losing power, because the fireballs floating around his heads will disappear one by one, as his life meter gets lower. After you defeat Heady proceed left and up all the flights of stairs to the green door. If you have the amulet you will be allowed to enter.

**DULK DEKT / BOOK OF Y'S:**

Enter the room and equip all of the silver items. Walk up and touch **DARK DEKT**. When you do this, the platform will take off and start flying through space. Chase him around the platform, constantly keeping your sword stuck in him, while avoiding the fireballs. Everytime you touch him, a square will disappear on the floor, so you want to chase him around the outside first. Eventually, he will die. After he is destroyed you will get the sixth **BOOK OF Y'S**.